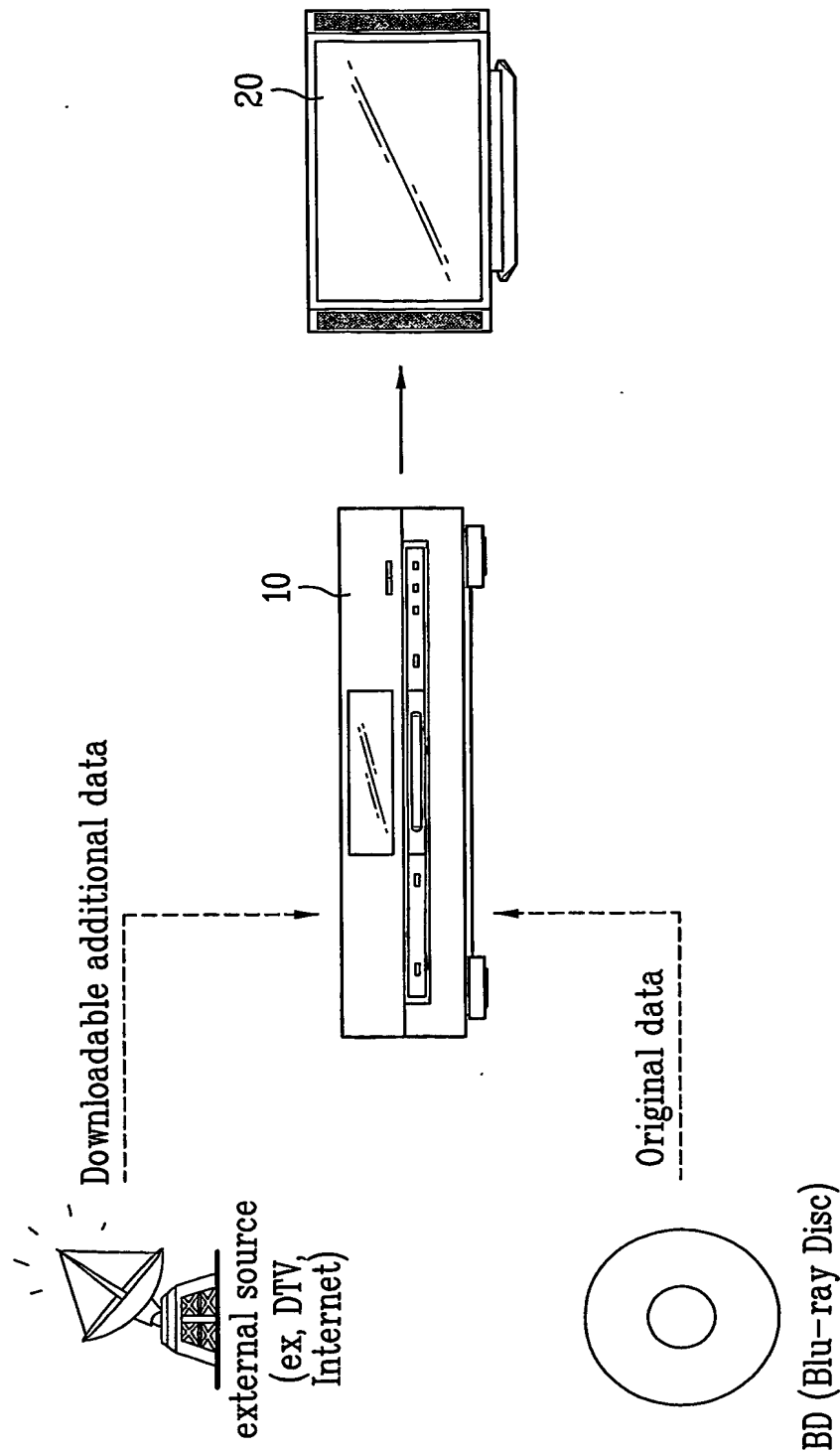
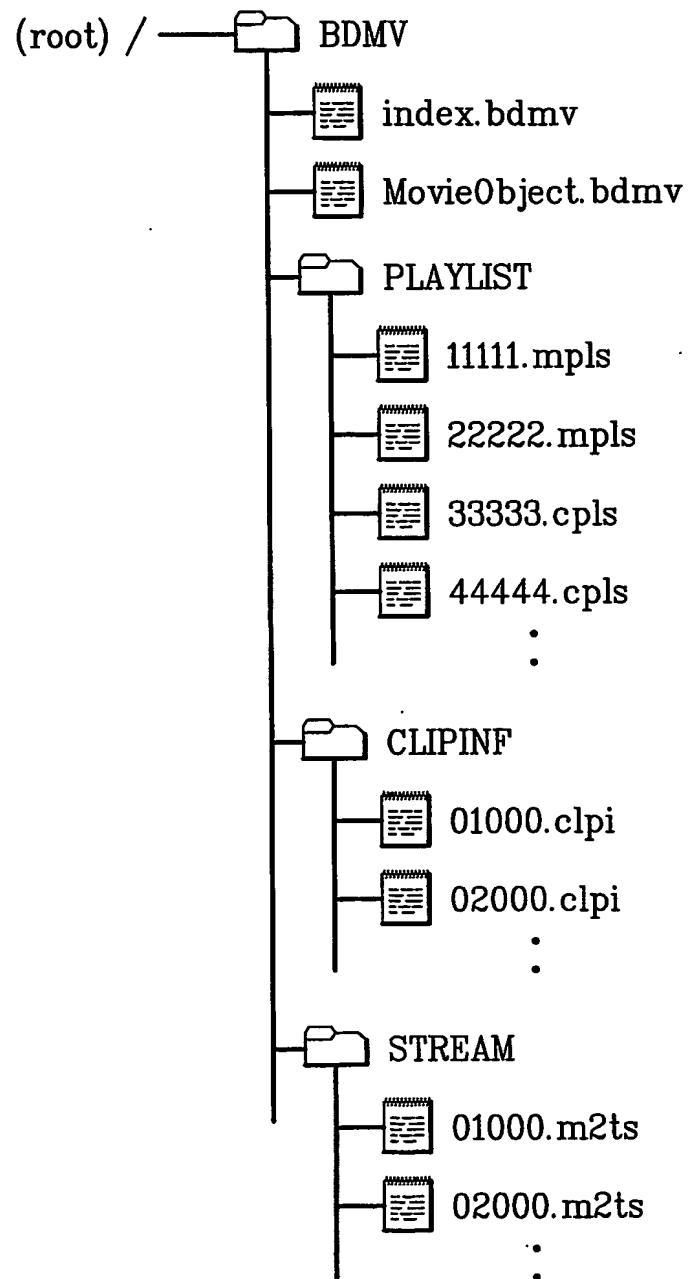


FIG. 1



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FIG. 2



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FIG. 3A

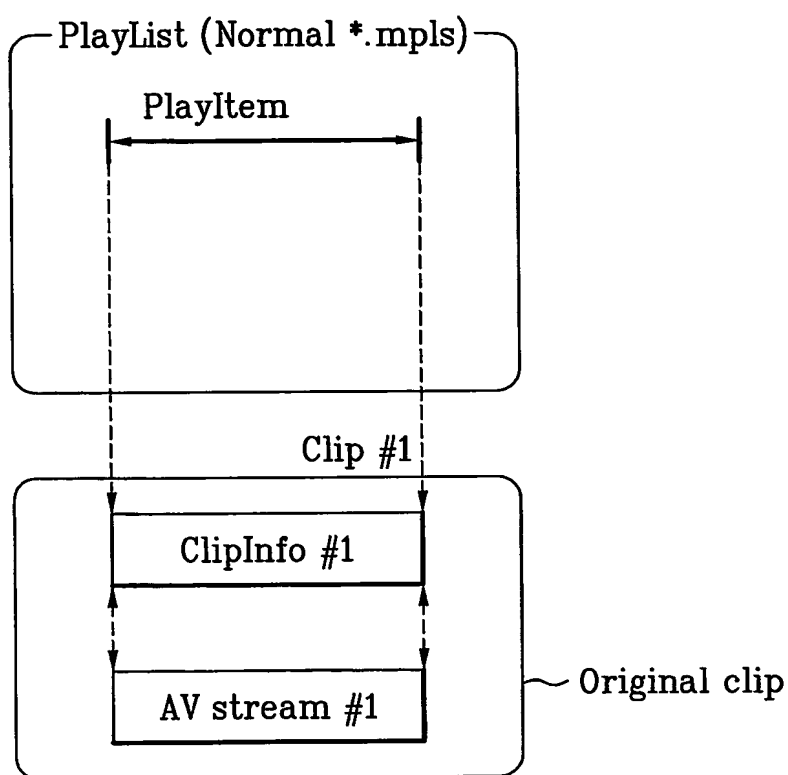


FIG. 3B

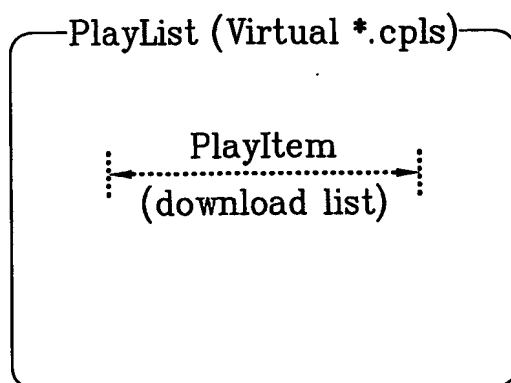


FIG. 3C

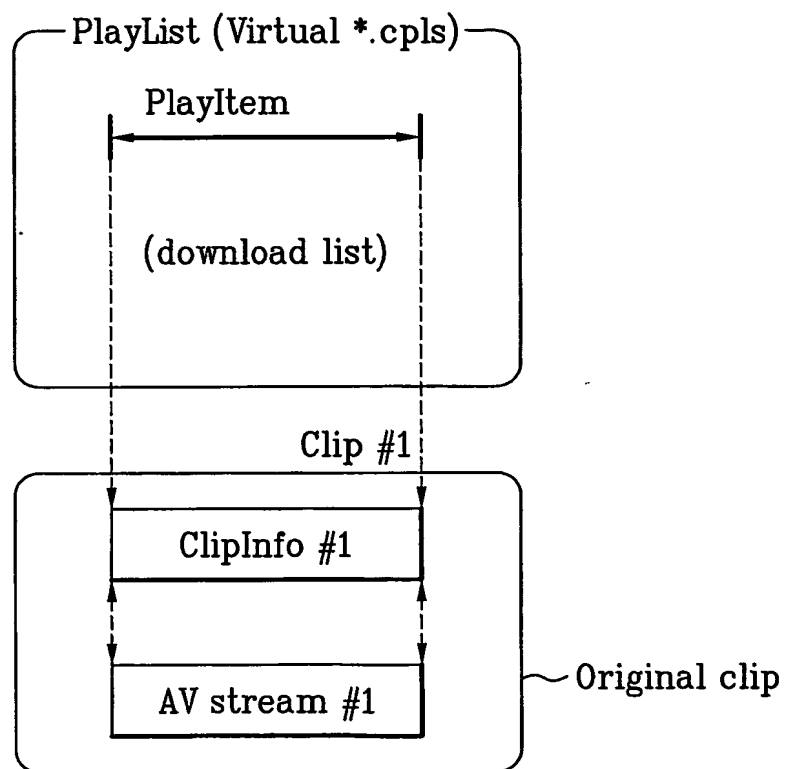


FIG. 3D

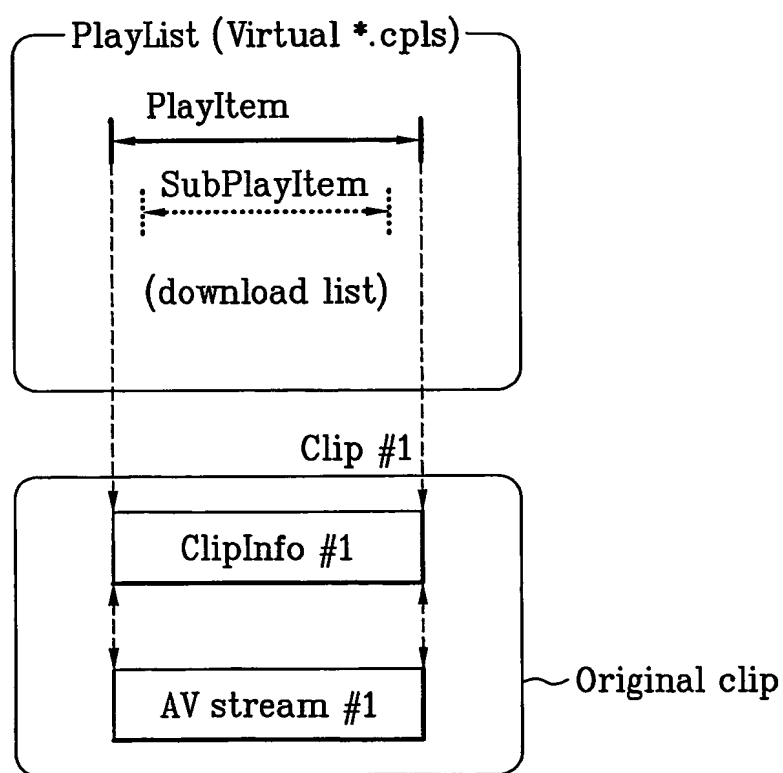
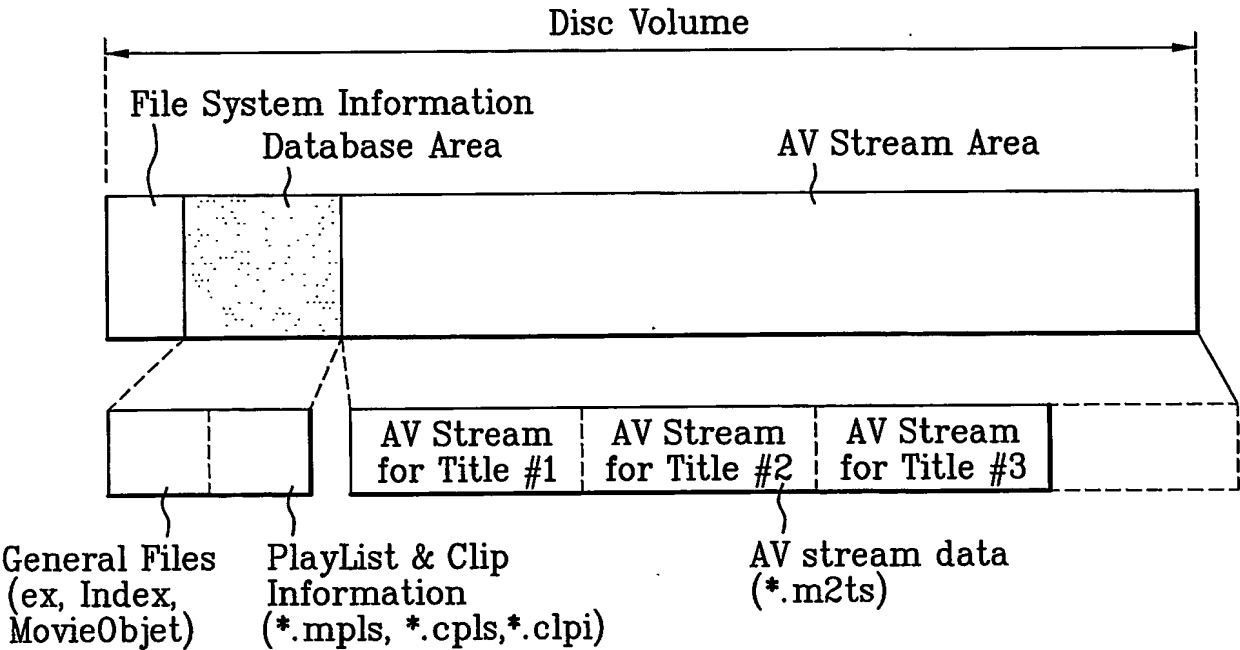


FIG. 4



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FIG. 5A

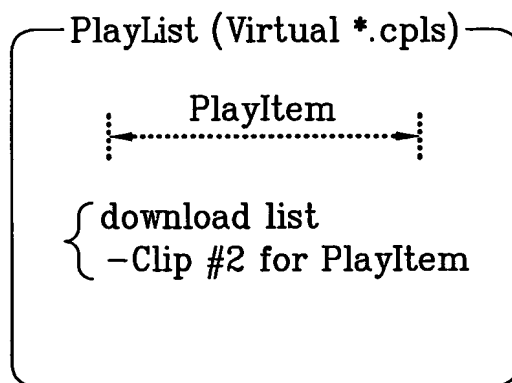
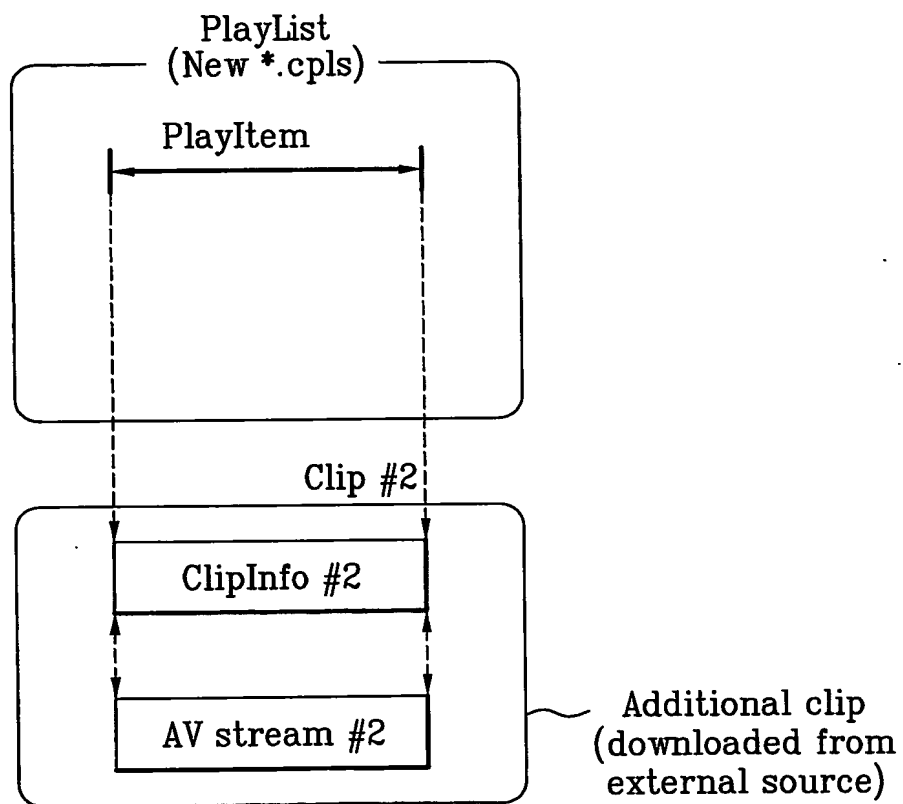
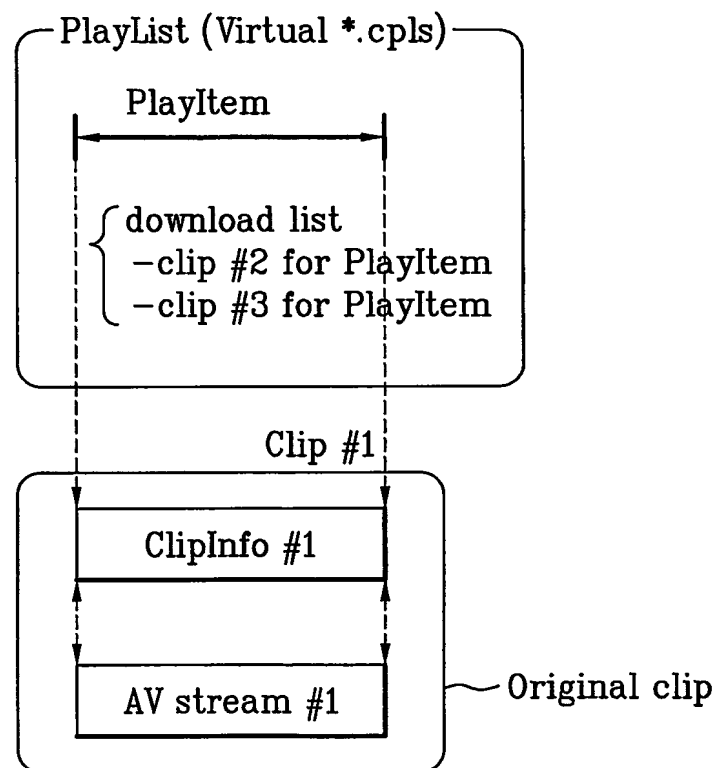


FIG. 5B



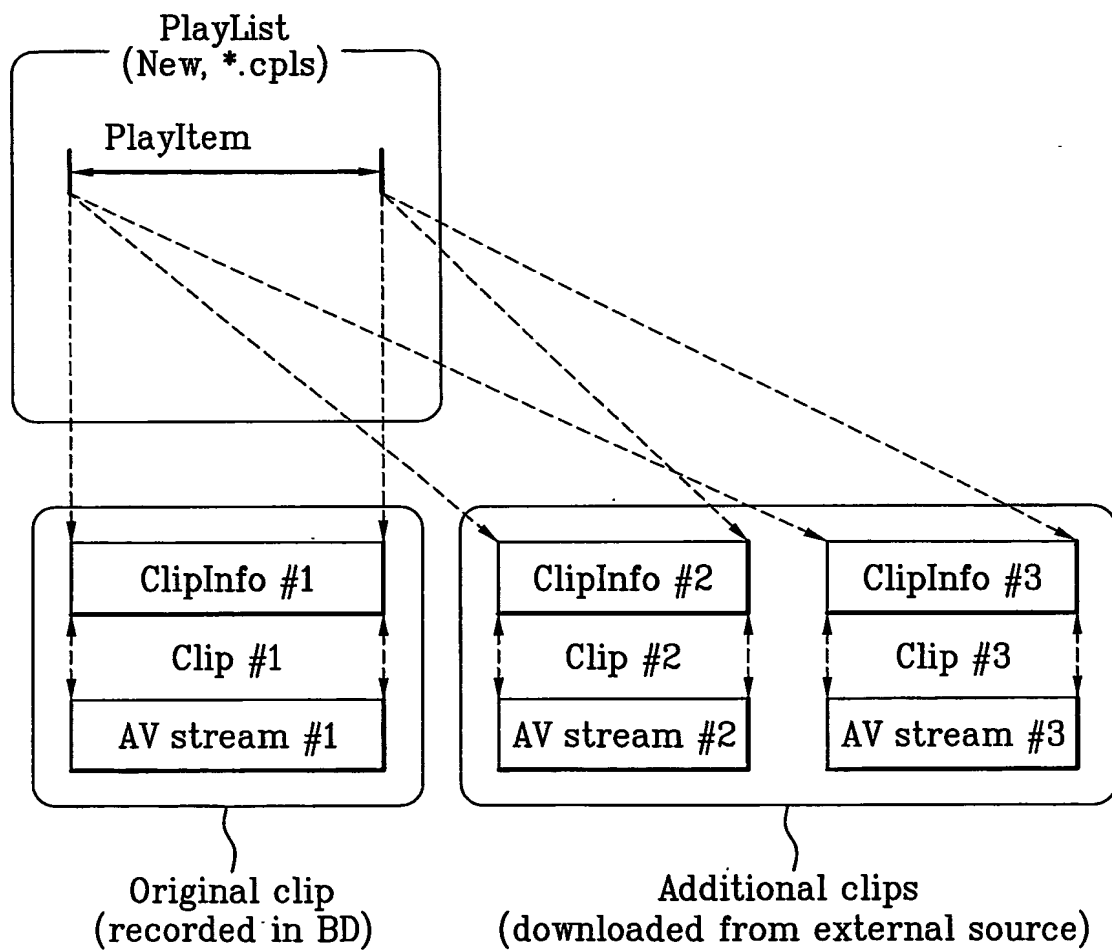
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FIG. 6A



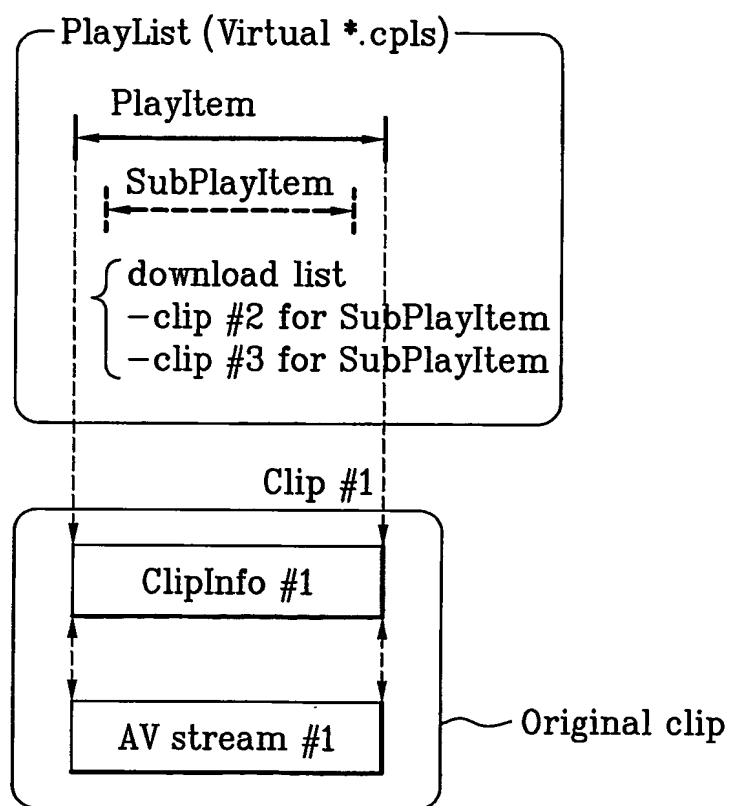
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FIG. 6B



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FIG. 7A



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FIG. 7B

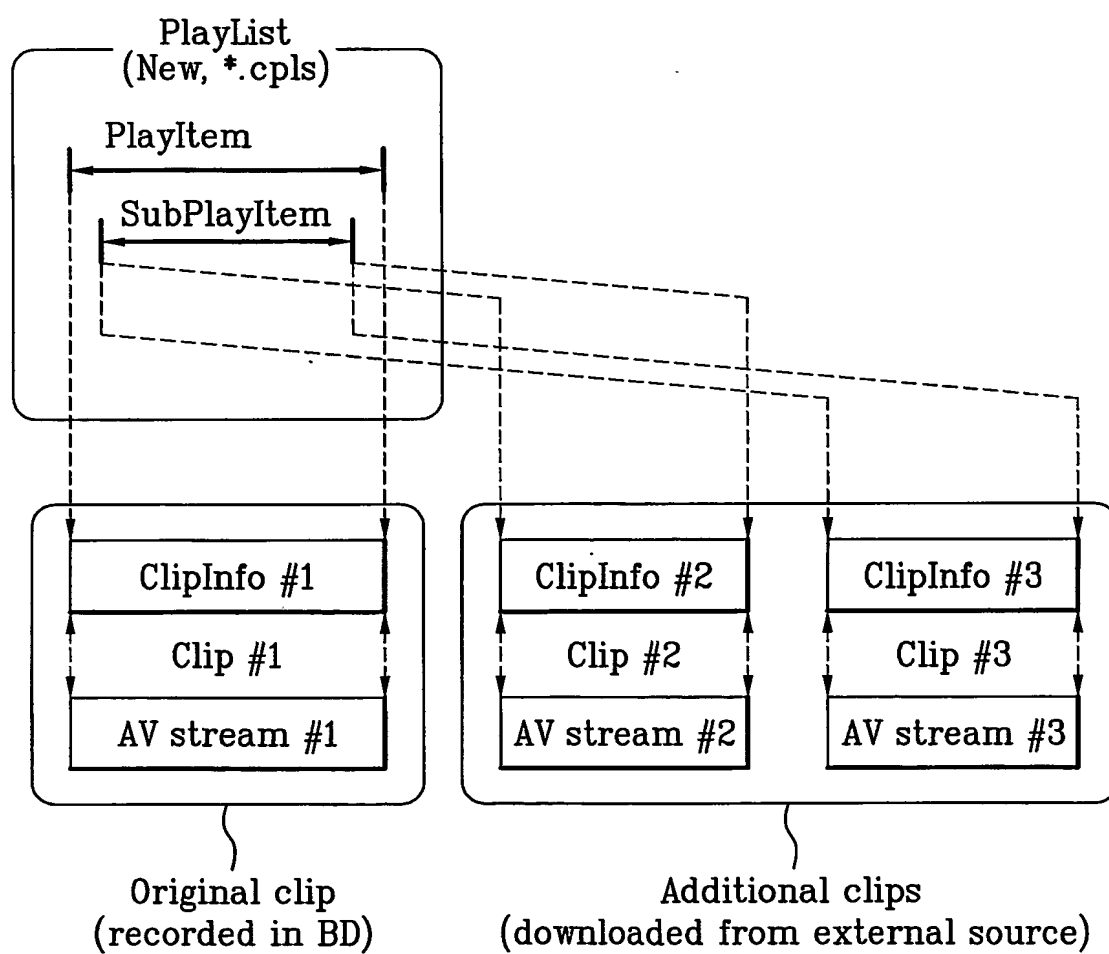


FIG. 8A

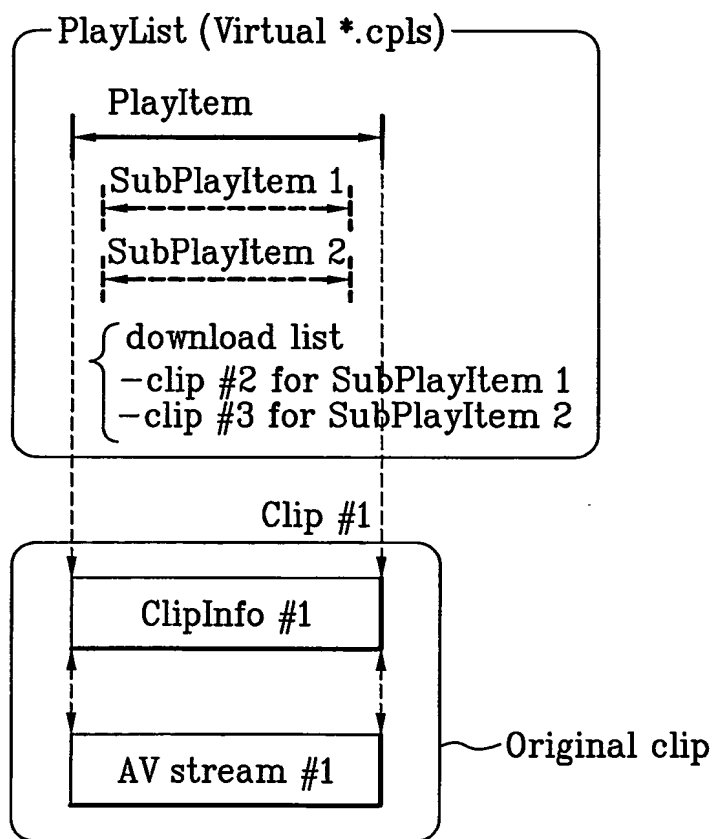
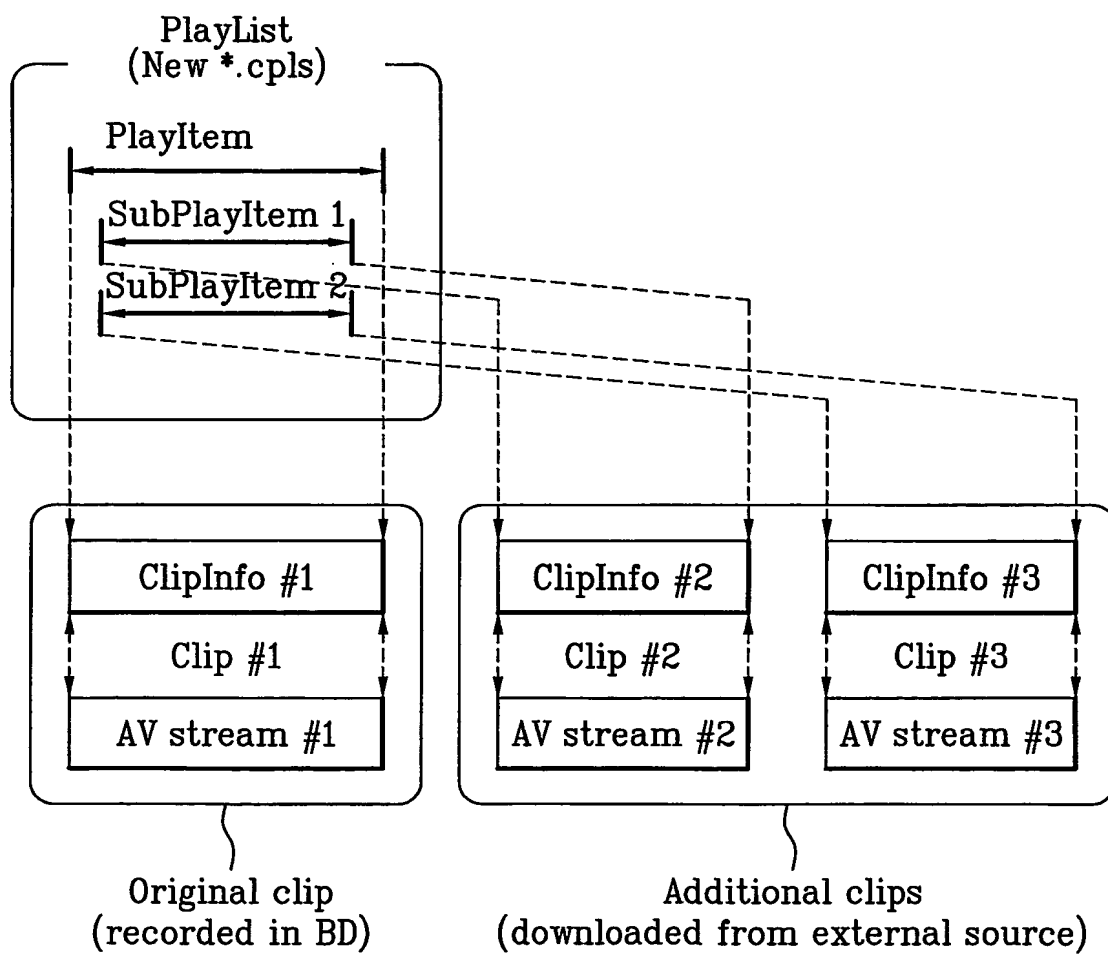
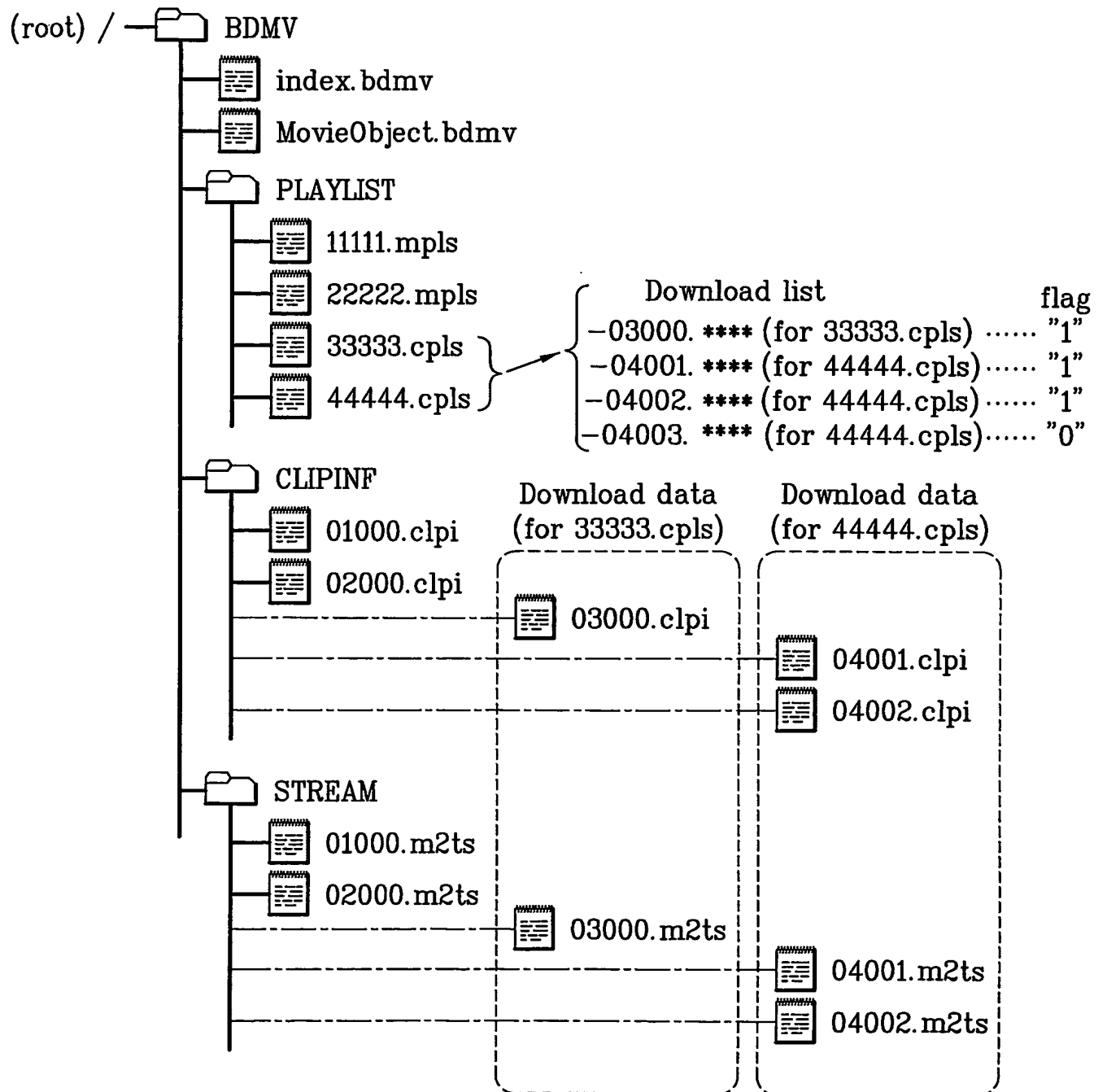


FIG. 8B



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FIG. 9



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FIG. 10A

```

PID_Table () {
    length
    number_of_PID_entries
    for (k=0: k< number_of_PID_entries: k++) {
        ref_to_stream_PID(k)
        attributes
        sub_PlayItem_num
    }
}

```

FIG. 10B

Composite PID_Table
(or Playable_PID_entries)

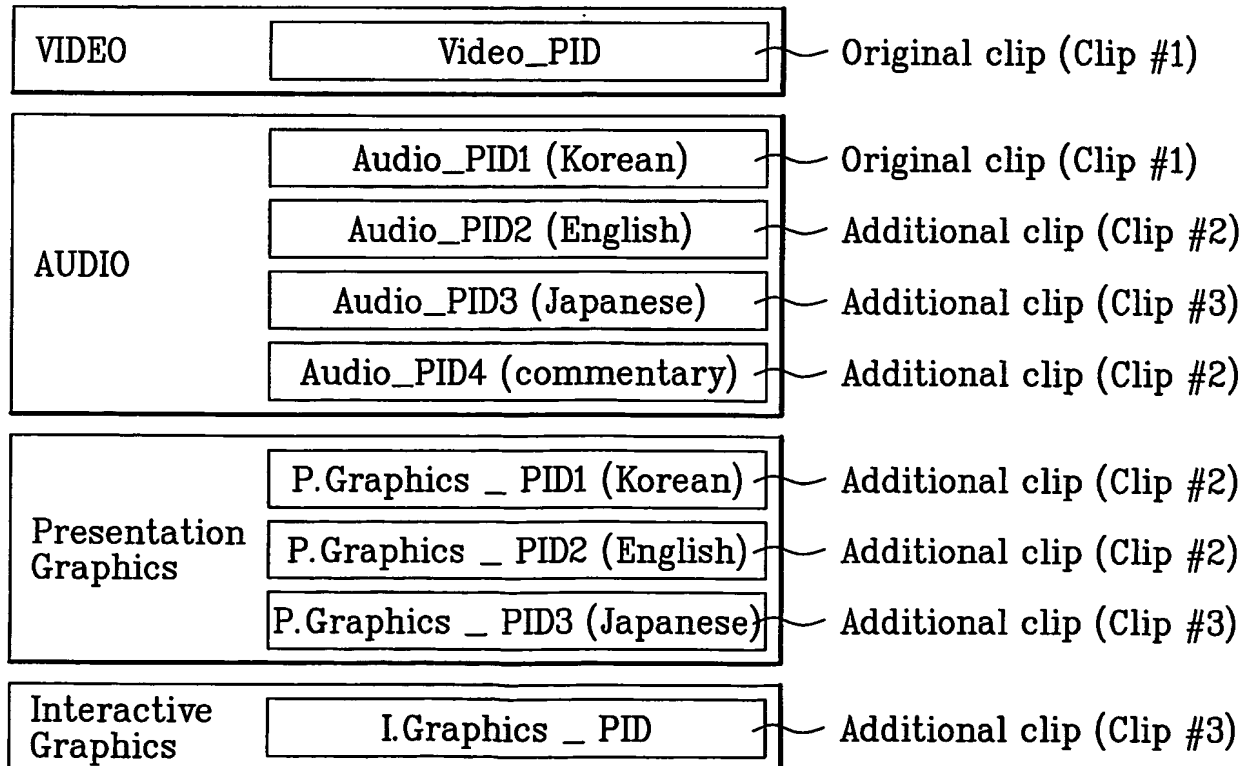


FIG. 10C

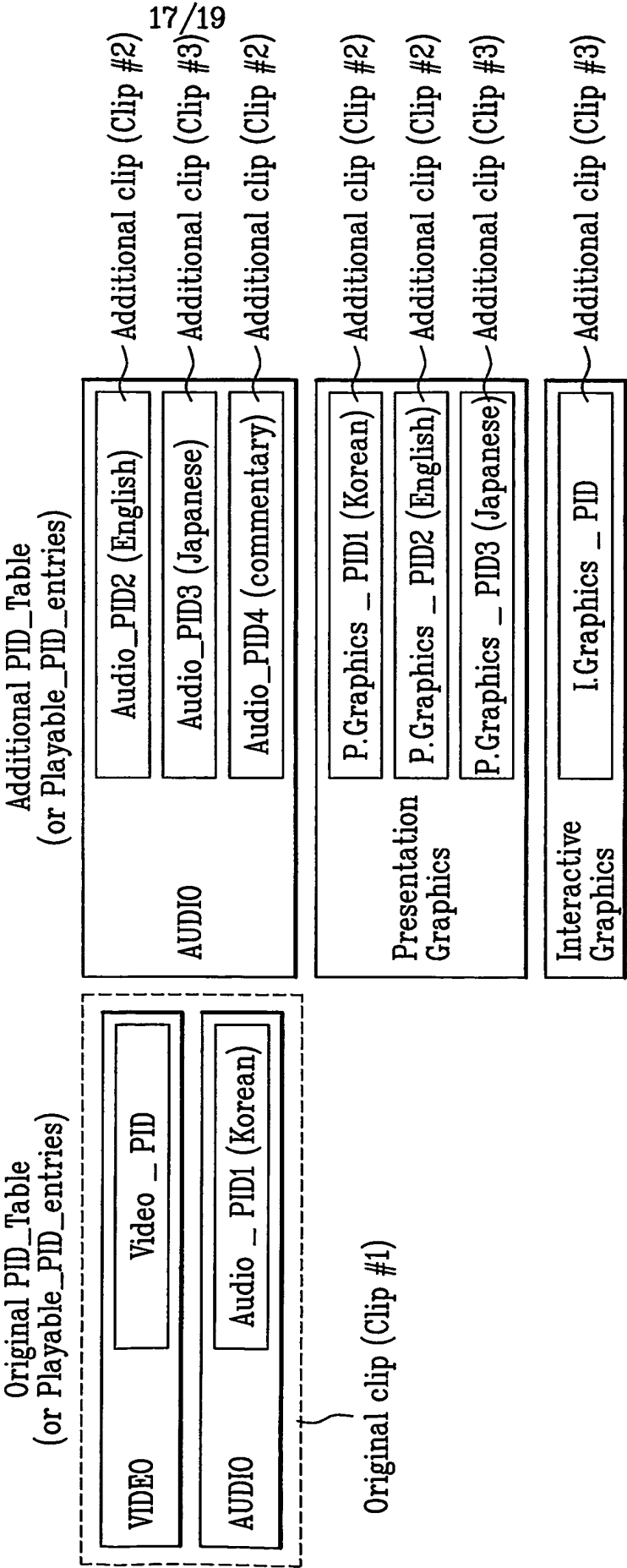


FIG. 11

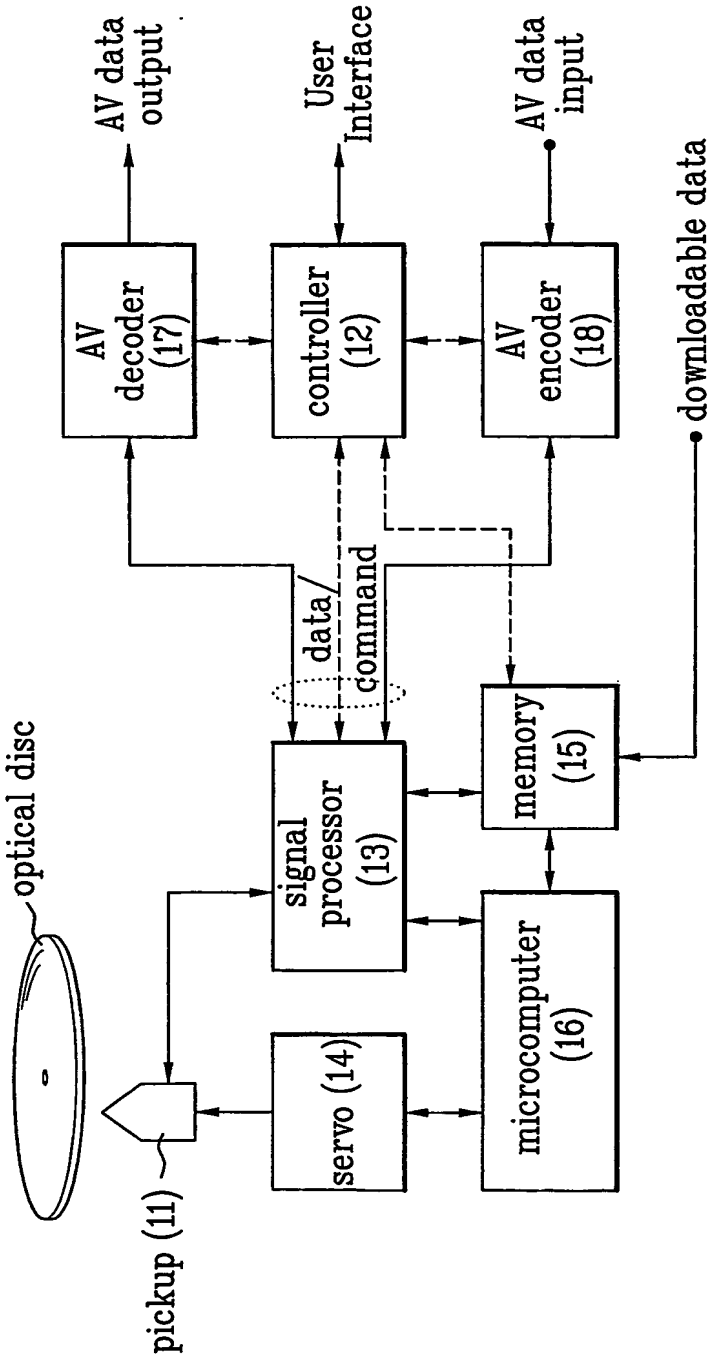


FIG. 12

